SIGHT & SOUND
Music Software, Inc.

Printed in U.S.A. CPC-KRR-M

# KAWASAKI RHYTHM ROCKER™

## Instruction Manual

SIGHT & SOUND
Music Software, Inc.

## LIMITED WARRANTY

Sight & Sound Music Software, Inc. warrants, to the original consumer purchaser (the "Purchaser") only, this product against defects in material and workmanship for a period of ninety (90) days from the date of purchase. (Be certain to obtain a bill of sale — keep it and your cancelled check or charge card receipt.) During the warranty period, Sight & Sound Music Software, Inc. will repair or, at its option, replace, at no charge, this product provided that the product is returned to Sight & Sound Music Software, Inc. at the address shown below. In the event replacement is elected by Sight & Sound Music Software, Inc., any replacement product shall be warranted under the terms of this warranty for the remainder, if any, of the original ninety (90) day period.

This warranty does not apply if the product has been damaged by accident, abuse, misuse or misapplication, or as a result of service or modification by other than Sight & Sound Music Software, Inc.

When returning this product*, be sure to include your name, address, telephone number, a description of the problem and proof of the date of retail purchase such as bill of sale or cancelled check. Return the product postage prepaid and insured. Sight & Sound Music Software, Inc. will not accept any product that has been sent C.O.D. A replacement product will be shipped to Purchaser by method chosen by Sight & Sound Music Software, Inc. to any destination within the United States of America. If Purchaser desires a specific form of conveyance, or is located outside the USA borders, Purchaser must bear the cost of return shipment.

SIGHT & SOUND MUSIC SOFTWARE, INC. IS NOT RESPONSIBLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTY, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES. ANY IMPLIED WARRANTIES, OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION OF NINETY (90) DAYS FROM THE DATE OF RETAIL PURCHASE OF THIS PRODUCT. SOME STATES DO NOT ALLOW THIS EXCLUSION OR LIMITATION OF INCIDENTAL AND CONSEQUENTIAL DAMAGES OR LIMITATIONS OF HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any Federal, State or Municipal Law which cannot be preempted. The warranty gives specific legal rights and you may also have other legal rights which vary from state to state.

## USER SUPPORT INFORMATION

Sight & Sound Music Software, Inc. makes every attempt to ensure that you have purchased a product of excellent quality. Every product is subjected to rigorous testing. This Owner's Manual is as detailed and complete as possible to help you realize the full benefits of the software product you have purchased. Refer to this manual often.

## CUSTOMER SERVICE

For additional support, Sight & Sound Music Software, Inc. Customer Service personnel are available to assist you from 8:00 AM to 5:00 PM (central time zone) Monday through Friday. Our telephone is 800-25SOUND (800-257-6863).

## AFTER EXPIRATION OF LIMITED WARRANTY

DISKETTE* REPLACEMENT POLICY. If, after the expiration of the Limited Warranty but before the end of the second year after the date of purchase of the diskette by Purchaser, a defect in the diskette should occur, which is not the result of accident, abuse or misapplication of the diskette, Purchaser may return the defective diskette postage prepaid to Sight & Sound Music Software, Inc. accompanied by proof of date of purchase and a check or money order for $7.00 (American currency), and Sight & Sound Music Software, Inc. will replace the diskette. Sight & Sound Music Software, Inc. reserves the right, in its descretion, to replace the defective diskette with a diskette on which a new or revised version of the Program is recorded.

*If the Product being returned is a diskette, it must have the original Sight & Sound Music Software, Inc. manufactured label affixed. Sight & Sound Music Software, Inc. will not accept any diskette with a facsimile label attached.

SIGHT & SOUND Music Software, Inc.
3200 South 166th Street New Berlin, WI 53151

# INDEX


Angle Change (D key) 11
BASS Mode 6, 8
BASS-1-2-3-4 9
Changing Sounds 5
Color Change 12
Color Change (C key) 12
Connections to Audio Equipment 30
Decay 15
Demo 2
Disk Commands 18
Disk Lounge 18
Drawing 11
DUB-1 24, 25
DUB-2 24, 25
Dubbing 21
Erase Screen (/ key) 11
Expand Color (B key) 13
Graphic Command Keys 11
Graphic Screen 6
Graphics 10
Graphics Features 3
Grid Graphic 8
Help 5
High Resolution Recording 28
KAWASAKI SYNTHESIZER 27
Keyboard, The 4, 7
Loading Rhythm Rocker 4
Metronome Files (MT) 20
Movement 13
Music Features 3
PERCS Mode 6, 7
Pitch Bend 5
Rainbow (V key) 13
Recording 21, 22, 24
Rolls 7
RUN/STOP 15, 21
Scroll Drawing (M key) 13
Scroll Stop (N key) 13
Shape Change 11
Size Change (F key) 11
Song Files 20
Sound Graph 14
Space Visitors 7
Start Drawing (X key) 11
Stereo Connections 30
Stop Drawing (Z key) 11
Sustain 5
SYN Mode 5
Tempo 23
Title Screen (A key) 13
Vibrato 5
WAVEFORM switch 16
Wide/Narrow (G key) 11
Wider (H key) 12




CPC-KRR-M 1 of 2
Printed in U.S.A.

# KAWASAKI RHYTHM ROCKER™

By RYO KAWASAKI

For Commodore 64 with Disk Drive

## CONTENTS


INTRO ..... 2
ABOUT THE PROGRAM ..... 2
THE MUSIC ..... 3
THE GRAPHICS ..... 3
GETTING STARTED
- TO LOAD ..... 4
- THE KEYBOARD ..... 4
- CHANGING SOUNDS ..... 5
- HELP ..... 5
- MOVING ON ..... 6
- MODES ..... 6
- PERCUSSION MODE ..... 7
- BASS MODE ..... 8
- OTHER BASS LINES ..... 9

GRAPHICS ..... 10
THE COMMAND KEYS ..... 11
ANOTHER GRAPHIC ..... 14
BASS AND RHYTHM FUNCTION CONTROLS ..... 15
DRUM/BASS/WAVEFORM SWITCH ..... 16
DISK LOUNGE ..... 18
RHYTHM ROCKER SONG FILES ..... 20
DUB FUNCTIONS ..... 24
BASS AND RHYTHM TRACKS ..... 26
HIGH RESOLUTION RECORDING ..... 28
CREATIVE USES FOR THIS PROGRAM ..... 29
USING RHYTHM ROCKER WITH SOUND EQUIPMENT ..... 30
INDEX ..... 32
WARRANTY ..... INSIDE BACK COVER


© 1984 RYO KAWASAKI
All Rights Reserved

Exclusive Distribution and Publication by

SIGHT & SOUND Music Software, Inc.

COMMODORE is a registered trademark of Commodore Business Machines Inc.

# USING RHYTHM ROCKER WITH SOUND EQUIPMENT

Using the audio output on your Commodore 64, you can play Rhythm Rocker through many types of electronic sound equipment. These include:

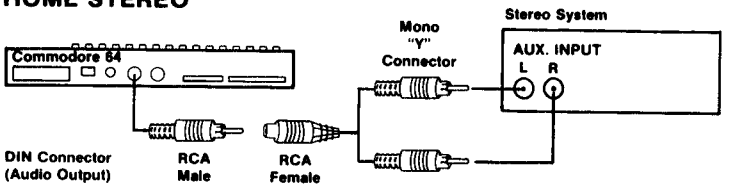
— home stereo systems

— portable, personal stereo units

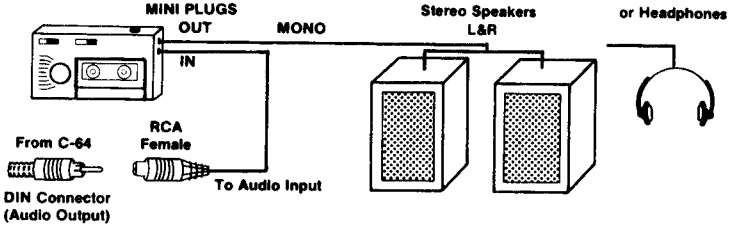
— effects units and a musical instrument amplifier

— or simply, a set of headphones

**HOME STEREO**




**PERSONAL STEREO**




Note: Using this arrangement, you can play along with the radio or tape.



# THE MUSIC

Use the musical features of this program to:

1) Play the synthesizer along with prerecorded bass lines.

2) Play the synthesizer along with bass and rhythm patterns you create.

3) Play drums and percussion effects along with the bass line.

4) Record your own percussion or synthesizer tracks.

5) Play bass and rhythm tracks you've created using Kawasaki Synthesizer — The Composer. (Another program by Sight & Sound Music Software, Inc. See page 27.)

# THE GRAPHICS

Use the graphics features of this program to:

1) Generate exciting multi-colored graphic designs drawn automatically by the software.

2) Alter the shape, size, and angle of the graphics.

3) Stop a drawing at any point and scroll it across the screen.

4) Add Rainbow or Expanding Color Effects to the graphics.

Use this manual to learn quickly about these features and how to use them.

NOTE: Since there are many features to learn about, experimenting on your own becomes much more productive after you first skim through these pages.

# INTRO

Rhythm Rocker is a unique and innovative music program for the personal computer. Its unique, new concept provides musical satisfaction for the amateur as well as the professional musician.

Rhythm Rocker is a palette of rhythms, drum sounds, synthesizer sounds and graphic effects which you can combine and control in real time. You can express musical ideas instantly — even if you don't play a musical instrument.

And, you don't have to spend hours typing in sheet music to get musical satisfaction.

The Kawasaki Rhythm Rocker combines musical power and freedom with graphical magic to give you a fresh, exciting musical computer experience.

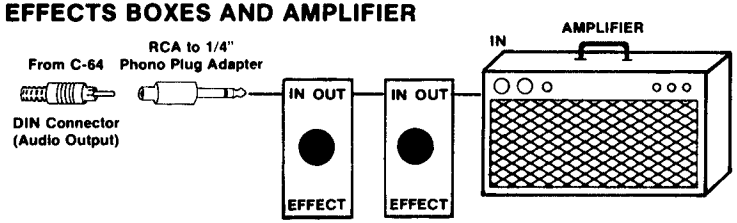
NOTE: A short DEMO is included on the Rhythm Rocker disk. To watch the demo type LOAD"DEMO",8,1 and press Return. The demo loads and starts playing automatically. To load the Rhythm Rocker program, see page 4.

# ABOUT THE PROGRAM

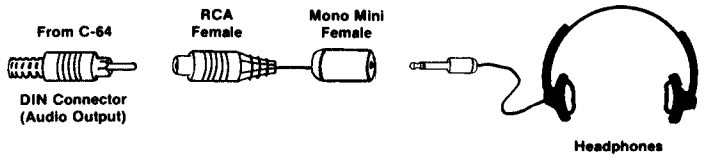
Think of Rhythm Rocker as two separate programs running simultaneously — a music program and a graphics program.



**EFFECTS BOXES AND AMPLIFIER**




**HEADPHONES**




Important Note: Since the audio output level of the Commodore 64 is fairly high, use caution when connecting it to sensitive sound equipment. The following precautions should prevent any problems:

1) Turn volume controls all the way down before turning on any equipment. Then turn up the volume slowly once the equipment is turned on.

2) If distortion occurs at normal listening levels, turn off the system and consult your audio dealer before any further use.

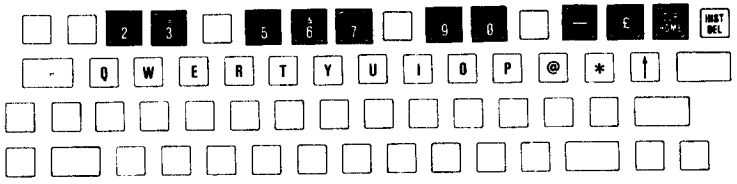
# GETTING STARTED

## TO LOAD

1) Turn on your Commodore 64 system.
2) Insert the Rhythm Rocker disk.
3) Type LOAD"*",8,1
4) Press "RETURN".
5) Make sure the volume is up on your T.V. or monitor.
6) Loading is complete when bass notes start to play.

## THE KEYBOARD

Press any keys in the top two rows on your computer keyboard. These are called **music keys**. They simulate a piano keyboard.



NOTE: Be sure to ask your computer dealer about "The Incredible Musical Keyboard" available from Sight & Sound Music Software, Inc. Use it to turn your computer into a real piano-like keyboard.

Play some of the music keys. Make up a melody. Experiment! Develop a "feel" for playing the music keys along with the bass pattern. Watch the screen as the corresponding keys you play light up.



You are now ready to create High Resolution recordings. Begin by recording a bass pattern, then record dubs as you desire. Refer to the "Dub Functions" section on page 24 if you need to review instructions for dubbing.

# CREATIVE USES FOR THIS PROGRAM

1) Learn to improvise over various bass and rhythm patterns.

2) Record interesting sound tracks. Use them in audio-visual presentations for school projects. Combine the recordings with slides of the graphics to create a unique slide show.

3) Use Rhythm Rocker and/or Kawasaki Synthesizer with audio effects equipment for fantastic live performance or studio work.

Here are some suggested effects.

Chorus

Delay

Phase Shifter

Phlanger

Echo

Distortion

4) Use Rhythm Rocker with a large screen T.V. and audio amplifier at your next party.

# HIGH RESOLUTION RECORDING

You can create intricate, more accurate recordings using the High Resolution Recording feature.

High Resolution Recording requires a fast tempo setting. Since the regular bass and rhythm tracks are designed to be used at medium tempos, High-Res recordings are created using special metronome files on the program disk, and bass tracks which you record. Use the following steps for creating High-Res recordings:

1) Turn off V or B color effects by pressing the C key.

2) With the bass pattern playing, set the tempo to its fastest setting by repeatedly pressing the CRSR-right key until you hear no further increase in tempo.

3) Press the Return key.

4) Press the . (period) key.

5) Press the Y key.

6) Press the F7 key.

7) With the program disk in the drive, type MT1 and press the Return key. This selects MT1 which is the slowest of four metronome files on the disk. Later, you may want to try metronomes MT2, MT3, or MT4 for faster tempos, or MTW for Waltz (¾).

8) Press the CTRL key.

9) Press the RETURN key.

10) Press the S key.

11) Select Bass—4 using the F1 key.

12) Select the BASS Mode with F7 key.



# CHANGING SOUNDS

The [SYN] symbol on the right of the screen indicates you are in the SYNTHESIZER Mode. You can change the sound of the synthesizer by pressing the K key. Each time you press the K key and play the music keys, you'll hear one of three (3) different sounds. Try each of them.

Here are some more things to try:

1) Press the space bar while playing a note. This is called **Pitch Bend**. Watch the movement on the screen when you use this effect.

2) Press the shift key while playing a note. This turns on **vibrato**, which adds a wavering effect to the sound. Vibrato is more noticeable with certain sounds — experiment with the K key.

3) Press the Shift-Lock key to add **sustain** and **vibrato** to the notes you play. Press it again and notes sound as before.

# HELP!

As an aid, press the Return key and a summary of all program commands appears. Refer to this screen often to review program commands. Press the S key to exit the help screen.

# MOVING ON

Press the S key to return to the main screen. The title screen is now replaced by a graphic pattern being drawn on the screen. You'll have fun with graphics later. For now, let the screen entertain your eyes while your ears have fun with the music.

# MODES

The Rhythm Rocker has 3 main **modes** — Synthesizer, Bass, and Percussion. To this point you've been in the Synthesizer mode. Press the F7 key repeatedly while watching the screen. The indicator on the right side shows you which mode is selected. The 3 indicators are:

**SYN** (synthesizer)

**BASS**

**PERCS** (percussion)



# IF YOU HAVE THE KAWASAKI SYNTHESIZER — THE COMPOSER

Bass and rhythm tracks for the Rhythm Rocker program can also be recorded on disks using the optional Kawasaki Synthesizer — The Composer program, from Sight & Sound Music Software, Inc.

Use the guidelines below, and the instructions for creating sequences in the Kawasaki Synthesizer manual, to create your own bass and rhythm pattern.

## FORMAT GUIDELINES

1) Record bass line in Voice 1/Bank—1.

2) Record drum pattern in Voice 3/Bank—1. (Voice 2 is not used.)

3) You can record your patterns such that each character is a 32nd, 16th, or 8th note. Then alter the Rhythm Rocker's tempo accordingly.

NOTE: A 32nd note per character gives the best resolution, that is, recording is more accurate.

4) Name the files using capital letters only.

5) Load the file into Rhythm Rocker with the instructions used for SST and AMAZON on page 26.

NOTE: You may display a disk directory in the Rhythm Rocker program by pressing the F5 key when you are prompted for a file name. Song files are highlighted with a blue background.

# BASS AND RHYTHM TRACKS

There are two additional bass and rhythm patterns on the program disk. They are called Amazon and SST. These can be loaded using the following steps:

1) Enter the Help screen by pressing the Return key.

2) Press the . (period) key to enter sequence loading mode.

3) Press the Y key to continue.

4) With the program disk in the drive, press the F7 key.

5) Type AMAZON or SST and press the Return key. Wait for the file to load.

6) When loading is finished, press the CTRL key.

7) Press RETURN.

8) Press the S key.

9) Press the F7 key until you are in the SYN or PERCS mode.

10) Select Bass—4 to hear the new bass rhythm track.

NOTE: You may have to adjust tempo with the CRSR keys.

The loaded bass and rhythm pattern can be used the same as other patterns you've used. Try the graphics function, or play or record a melody along with the new pattern.

If you choose to record press the = key and start playing when you feel ready. When finished, press the C= (Commodore) key, then press ←(left arrow) to play back.



# PERCUSSION MODE

Use the F7 key to select the Percussion mode. In the Percussion mode, a grid replaces the keyboard on the screen.

## THE KEYBOARD

In this mode each music key has a different percussion sound or sound effect. Try them all. Get familiar with them. Use them to play patterns along with the bass line.

## SPACE VISITORS

Some sounds are created by space visitors which move across the screen (press 3,9,Ø,—,HOME, and * keys). These space travellers love taking part in your percussion jam sessions.

## ROLLS

By pressing the shift key (or Shift Lock key) along with any of the percussion keys, you can create:

1) Drum rolls on the keys with drum sounds.

2) Unique percussion sequenses on the remaining percussion keys.

To change the speed of the roll or sequence, press the L key. There are 3 roll speeds. The L key switches from one to the next. Try them.

# BASS MODE

Press the F7 key twice to select the Bass Mode. In the Bass mode, you can play bass notes along with the background rhythm. Play the keyboard and invent your own bass lines (patterns). Later you'll learn how to record your bass lines into memory.

Playing hint: Remember, first listen to the rhythm background and get the "feel" of it. Then try to play along.

NOTE: For variety, the Bass and Synthesizer Modes can display a "grid" graphic rather than the keyboard graphic. To get the grid in these modes, use the following instructions.

### SYNTHESIZER MODE

1) Select Percussion mode with F7 key
2) Press Return Key
3) Press the S key.

### BASS MODE

1) Follow instructions 1 to 3 above
2) Press the F7 key once to select the Bass Mode.

To return to the keyboard graphic in the Bass or Synthesizer mode: 1) Select the Percussion mode with the F7 key. 2) Press the F7 key to enter the Synthesizer mode, or twice to enter the Bass mode.



# USING DUB—1

1) Press the F3 key to select Dub—1 mode. Listen to your bass line playing along with the drum rhythm.

NOTE: In some instances the bass voices may change in sound. Simply press RUN/STOP once or twice. This changes the filter setting of the bass.

2) Press the music keys and hear the synthesizer sounds play along with your bass line and the rhythm.

3) If you wish to record a synthesizer track, follow steps 2 — 4 in the recording section, page 22. So your synthesizer track is syncronized with the bass, wait until you hear the first bass note before beginning recording.

# USING DUB—2

The Dub—2 mode is used the same way as the Dub—1 mode except it's used to play and record percussion sounds and effects instead of synthesizer sounds. Press the F3 key to enter the Dub—2 mode. Play and record percussion sounds the same way you played and recorded the synthesizer in steps 2 and 3 above.

When finished with the Dub modes, press the F5 key to reactivate the mode select key (F7), and exit the Dub modes. You may now select Bass, Synthesizer or Percussion modes.

# DUB FUNCTIONS

The Dub fuctions are used to play or record the synthesizer or percussion over bass lines you create.

## RECORDING A BASS LINE

To record a bass line:

1) Select the Bass Mode with the F7 key.

2) Follow steps 2 — 4 in the recording procedure on page 22. When you've recorded a bass line, you may use the dubbing functions as described below.

## DUB MODES

When working with bass lines you've recorded, you must use the dub modes for recording or playing the synthesizer or percussion sounds.

Use the Dub—1 mode to play or record the **synthesizer** along with your bass line.

Use the Dub—2 mode to play or record **percussion** along with your bass line.





# OTHER BASS LINES

In this section you'll play your choice of percussion or the synthesizer along with various bass patterns.

Four bass lines are prerecorded in this program. The F1 key selects any of the four patterns. Your selection is indicated on the right side of the screen. When other program functions are used, the indicator changes.

The bass line you've been using up to now is Bass-1. Press the F1 key to hear Bass-2. Press it again to hear Bass-3 . . . etc.

Listen to each bass line again and select one of them. Then select Percussion or Synthesizer mode with the F7 key. Once you've selected a mode, you can begin playing the music keys. Try playing the synthesizer or percussion along with each of the bass lines.

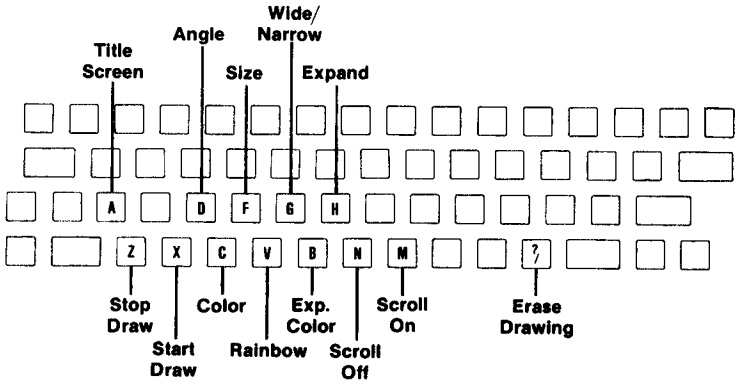
Other bass lines can be loaded into the program from disk. This feature is discussed in detail on page 28.

# GRAPHICS

The following is a list of graphics commands and a description of their use. Try each command as you read its description. Use these commands along with the musical features to create your own audio-visual masterpiece.

NOTE: If Rhythm Rocker is presently not drawing for you, press the / (slash) key then the X key. If drawing doesn't start, press the N key.

The illustration below shows the location of the graphics keys.



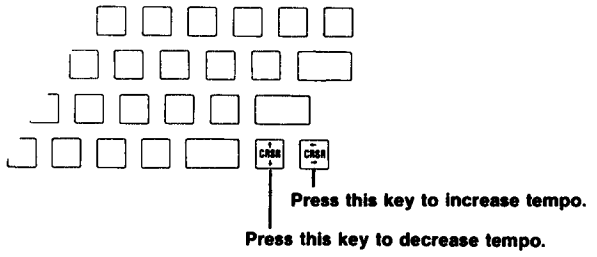



Rhythm Rocker allows you to record notes which are up to 1 measure long while using BASS—1 or BASS—2; 2 measures long while using BASS—3 or BASS—4. To create even longer notes, press the shift key and re-strike the desired note before the bass pattern restarts. To do this, also be sure the J key decay value is more than 10.

Rhythm Rocker has provisions for creating more intricate, high resolution recordings. Use this feature when you are familiar with the recording and dubbing functions. Instructions for High Resolution Recording are on page 28.

# TEMPO

You may change the playback speed by using the cursor controls. See diagram below.



# RECORDING

Use the following steps to record a melody or percussion track:

1) Select Synthesizer or Percussion mode (F7 key).

2) Press = (equals) key when ready to record. A red indicator appears on the left side of the screen while recording.

**Important Note:** You can record up to 256 notes. The screen border color changes to red when you've recorded 250 notes. This indication is important because, if you record more than 256 notes, you start a new recording and all previous notes are erased.

Rhythm Rocker is able to record Vibrato effect. When recording press the shift key **first** then the music key (unlike playback when you press the music key first. See page 5.)

3) Press the C= (Commodore) key when finished recording. The green stop symbol on the screen indicates the computer is ready to playback or record again.

NOTE: Once the C= (Commodore) key is pressed, pressing the = key causes any previous recording to be erased.

4) Press the ← (left arrow) key to playback your recording. Your recording repeats until the (Commodore) key is pressed to stop it.

NOTE: Rhythm Rocker's record mode has an auto correcting feature. Because of this your recording may sound slightly different than you played it. With practice, however, you'll produce some nice recordings.



# THE COMMAND KEYS

## DRAWING

**X key:** Press to start or resume drawing. NOTE: If drawing doesn't start, press the N key.

**Z key:** Press to stop drawing.

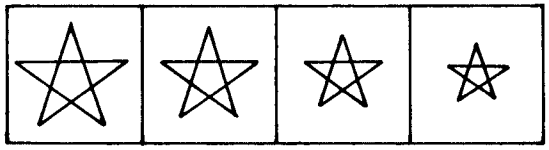
**/ key:** Press to clear the screen and erase a drawing or part of.

NOTE: Before continuing be sure to start the drawing with the X key.

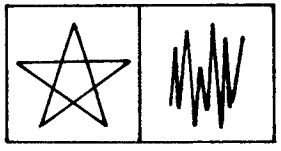
## SHAPE CHANGE

**D key:** Press the D key to change the angle of the line being drawn.

**F key:** Press the F key to change the size of a graphic. One of four sizes can be selected.

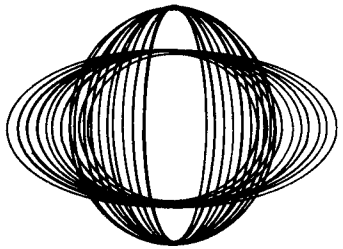


**G key:** Press the G key to switch between wide or narrow graphics modes.



**H key:** Pressing the H key erases any previous drawings, and starts a new one which continues for a longer period of time. The new drawing displays wider and longer lines.

Immediately following a drawing using the H key, a special drawing starts which looks like this.



All the graphics keys affect this drawing except the H and G keys. Once this drawing is finished, Rhythm Rocker returns to its random drawing.

NOTE: Rhythm Rocker creates a drawing, and after a few seconds starts a new drawing and erases the previous one. Knowing when to press the Z key to stop the drawing is essential to creating intricate patterns to move around. With a little practice you'll become quite good at timing this perfectly.

## COLOR CHANGES

**C key:** Each press of the C key displays one of 16 different color combinations. Be sure to try each in both the keyboard graphic and the grid graphic.



9. For smoother play back press RUN/STOP until smoothest response is achieved.

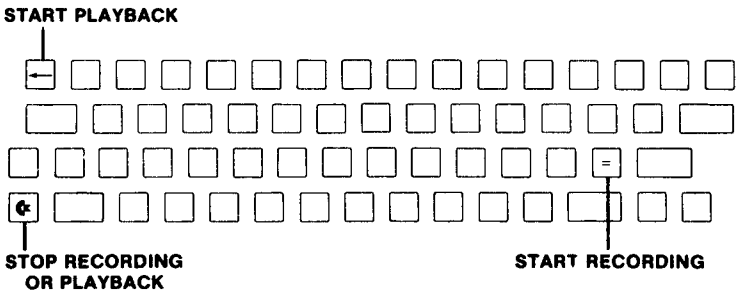
To stop playback press F5, the drums will continue. To stop drums use the ; (semicolon) key.

# RECORDING AND DUBBING

The Kawasaki Rhythm Rocker allows you to store bass lines, percussion tracks, or melodies in the computer's memory. You may then play along with them — using the Synthesizer or Percussion modes.

## THE RECORD AND PLAYBACK CONTROLS

The record and playback controls are shown in the diagram below. Become familiar with the location of these controls.



# RHYTHM ROCKER SONG FILES

| | |
|---|---|
| SQ | MT 1 |
| SQ | MT 2 |
| SQ | MT 3 |
| SQ | MT 4 |
| SQ | MTW |
| SONG | NICE |
| SONG | BLUES—MT4 |
| SONG | FUNKIT—MT3 |
| SONG | WALTZ—MTW |
| SONG | DEMON FLOWER—MT3 |

As shown in the previous list, there are several song files on the Rhythm Rocker disk. Each SONG file name is followed by a Metronome (MT) file name which has to be loaded with it. Here's how to combine a SONG file and an MT file.

1. Press RETURN for Help page.

2. Press . (period) for Disk Lounge, then Y.

3. Press F7. Type file name BLUES—MT4. Press RETURN.

4. When loading is finished press CTRL.

5. Press F7. Type file name MT4. Press RETURN.

6. When loading is finished press CTRL, then RETURN, then the S key.

7. Choose DUB—1 Mode with F3 key.

8. Press ←(left arrow) key. Adjust tempo using CRSR keys.



To create entirely new combinations:

1) Press Return
2) Press the S key
3) Press the C key

Each time you do this, Rhythm Rocker creates 16 entirely new combinations.

**V key:** Press the V key to turn on the Rainbow Color Effect.

**B key:** Press the B key to turn on the Expand Color Effect.

NOTE: You might have to press the Z key first. Expand color works when drawing is stopped.

# MOVEMENT

**M key:** Press the M key to scroll a drawing across the screen. This function works when the drawing is stopped using the Z key.

**N key:** Press the N key to stop scroll. Most graphics commands work only when scrolling is off.

**A key:** Press the A key to restore the Rhythm Rocker title screen.

# ANOTHER GRAPHIC

Rhythm Rocker has another graphic screen you can use during playback or recording. While in the keyboard mode, press and hold CTRL and press RETURN. This screen is the Sound Graph. The action of the squares and diamonds appearing on the sound graph are affected by the sounds being played. The Sound Graph becomes quite active while percussion effects are playing.

# TRY THIS EFFECT

Here's an interesting way to use this effect.

1. Load "WALTZ-MTW" (You can load any of the demo tunes, see page 20).

2. For playback, use DUB 2 .

3. While playing back, press and hold CTRL and press RETURN to display the Sound Graph.

Setting up Rhythm Rocker this way allows the keys to be displayed in an unusual manner and the percussion effects to sound instead of notes. Press various percussion keys to hear the variety of sounds.



**F3 key —** In this mode, you can save your sequence or song compositions to a work disk. **NOTE: Never try to save any files to your Rhythm Rocker disk.**

Helpful Hint: If you've used a metronome File (MT) to record your compositon (see page 28), you can include it after the file name for future reference.

Example:

**DEMON FLOWER — MT3**

**F5 key —** This displays a directory of the disk currently in the drive. Since Sequence (SQ) and Song Files (SONG) are all Rhythm Rocker can load, these are highlighted in a different color, and labeled SQ or SONG.

**F7 key —** In this mode, you can load any of the SQ or SONG files stored on the Rhythm Rocker disk or any of your work disks.

If you try to load any file other than SQ or SONG, Rhythm Rocker displays an error message.

If you misspell the name of the file you're trying to load, Rhythm Rocker gives you an error message and the drive light flashes. This also happens if you forget to put a disk in the drive.

If you press F5 for a directory and no disk is in the drive:
1) Wait for flashing drive light.
2) Press RUN/STOP and RESTORE at the same time.
3) Press RETURN.
4) Press the S key. The program continues as before without any reloading.

# DISK LOUNGE

From the Disk Lounge, you can control the flow of musical information between the computer and disk drive.

Always enter the Disk Lounge from the help page by pressing the . (period) key. Then respond with (Y)es to continue.

Each Function key presents a different mode. In all cases to exit a disk mode, press the CTRL key.

**F1 key —** This mode gives you simplified versions of the most used disk commands.

FORMAT — Formats a brand new disk or completely erases a used disk and reformats it.

SCRATCH — Erases any files you indicate.

NOTE: After several saves and scratches it's a a good idea to Validate your disk. This cleans up unwanted data and provides more room for files.

RENAME — Allows you to rename any file.

COPY — Allows you to duplicate a file on a disk.

INITIALIZE — Resets the drive to start-up condition.

VALIDATE — Cleans up old data and makes room for more files. It's a good idea to Validate a disk after Scratching several files.

For more information on using these commands, refer to your Disk Drive Owners Manual.



# BASS AND RHYTHM FUNCTION CONTROLS

## DECAY

Decay is the time it takes for the sound to fade away. In Rhythm Rocker the following keys control Decay:

**J key:** This affects the decay of **both** Bass and Synth voices. It also acts as a tone control for the bass sound.

**: (colon) key:** Affects just the decay of the Bass voice.

Values in the Rhythm Rocker range from Ø to 15, and are indicated on the right side of the screen (until other functions are used).

Use the following values as a guide when setting Decay:

Ø-8 Short

9-12 Medium

13-15 Long

NOTE: At the higher settings, if you notice the decay vary on the notes you play, press RUN/STOP to turn off the filter. This increases the accuracy of your playing and recording. To turn bass filter on, press RUN/STOP again.

# DRUM/BASS/WAVEFORM SWITCH

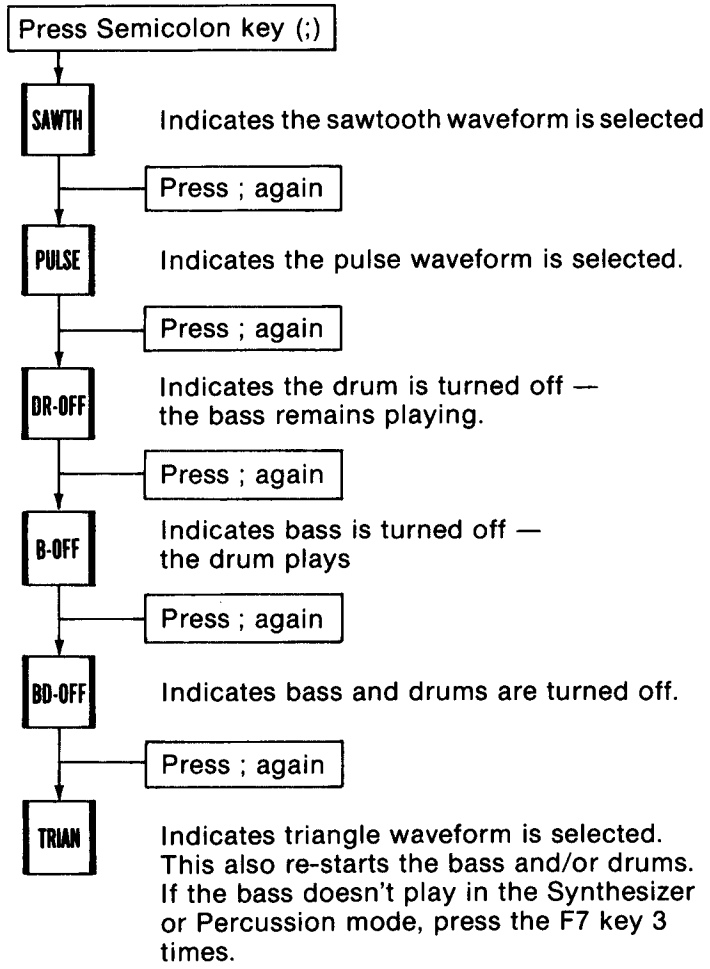
While using one of the 3 main modes (synthesizer, percussion, bass), use the ; (semicolon) key to turn the bass and/or drums on or off as you desire. Also use it to select triangle, sawtooth or pulse waveforms for the bass sound. Each time you press this key, a different symbol appears in the indicator on the right side of the screen. The meaning of these symbols is shown below.

NOTE: The indicator changes when other program controls are used.

NOTE: 1) In the following diagram, information regarding the **bass** does not apply to the **bass mode**.

2) If you are in the bass mode, and the sound of the bass line comes through, it can be silenced by setting the bass decay value to 0 using the : (colon) key. When you switch to the synthesizer or percussion mode, and you want the bass line to play, be sure to reset the decay setting to a higher value.

Step through these functions by repeatedly pressing the ; (semicolon) key. Watch the indicator on the screen.


Press Semicolon key (;)
SAWTH
Indicates the sawtooth waveform is selected
Press ; again
PULSE
Indicates the pulse waveform is selected.
Press ; again
DR-OFF
Indicates the drum is turned off — the bass remains playing.
Press ; again
B-OFF
Indicates bass is turned off — the drum plays
Press ; again
BD-OFF
Indicates bass and drums are turned off.
Press ; again
TRIAN
Indicates triangle waveform is selected. This also re-starts the bass and/or drums. If the bass doesn't play in the Synthesizer or Percussion mode, press the F7 key 3 times.

NOTE: If for any record or play function the drums don't play, check the ; key to be sure **DR-OFF** or **BD-OFF** are not selected.

Page 28

## HIGH RESOLUTION RECORDING

You can create intricate, more accurate recordings using the High Resolution Recording feature.

High Resolution Recording requires a fast tempo setting. Since the regular bass and rhythm tracks are designed to be used at medium tempos, High-Res recordings are created using special metronome files on the program cassette, and bass tracks which you record. Use the following steps for creating High-Res recordings:

1. Turn off V or B color effects by presing the C key.

2. With the bass pattern playing, set the tempo to its fastest setting by repeatedly pressing the CRSR-right key until you hear no further increase in tempo.

3. Press the RETURN key.

4. Press the . (period) key.

5. Press the Y key.

6. Press the F7 key.

7. With the program cassette counter at the appropriate number, type MT1 and press the RETURN key. This selects MT1 which is the slowest of four metronome files on the cassette. Later, you may want to try metronomes MT2, MT3, or MT4 for faster tempos, or MTW for Waltz (3/4).

8. When loading is complete, press the RETURN key.

9. Press the S key.

10. Select Bass—4 using the F1 key.

11. Select the BASS Mode with F7 key.

You are now ready to create High Resolution recordings. Begin by recording a bass pattern, then record dubs as you desire. Refer to the "Dub Functions" section on page 24 if you need to review instructions for dubbing.



# KAWASAKI RHYTHM ROCKER

## CASSETTE INSTRUCTIONS

This addendum contains instructions and hints for using the CASSETTE version of this program and your Commodore DATASETTE or cassette recorder.

Use the Instruction Manual to learn how to use this program. However, on the pages listed below, you may want to make note to disregard all disk instructions and follow those given for using cassette.

## GENERAL NOTES

NOTE: As you adventure from one part of Rhythm Rocker to another, should the graphics suddenly become garbled, follow these steps:

1. Press and hold RUN/STOP then RESTORE.

2. Press RETURN then the S key. This restores everything to normal.

© 1984 RYO KAWASAKI
All Rights Reserved
COMMODORE is a registered trademark of Commodore Business Machines Inc.

Page 4

## TO LOAD PROGRAM

1. Connect your Datasette as described in the Owner's Manual.

2. Turn on your Commodore 64 system. Make sure volume is up on your TV or monitor.

3. Insert the Rhythm Rocker cassette. Rewind to the beginning. (Both sides are identical.)

4. Press and hold the Commodore ( ) key and press RUN/STOP.

5. Loading is complete when title screen appears. Press Space Bar to start the bass line.

NOTE: To speed up loading slightly, each time the phrase "found. . ." is displayed, press the space bar to continue.



Page 27

## IF YOU HAVE THE KAWASAKI SYNTHESIZER - THE COMPOSER

Bass and rhythm tracks for the Rhythm Rocker program can also be recorded on cassette using the optional Kawasaki Synthesizer - The Composer program, from Sight & Sound Music Software, Inc.

Use the guidelines below, and the instructions for creating sequences in the Kawasaki Synthesizer manual and cassette addendum, to create your own bass and rhythm patterns.

## FORMAT GUIDELINES

1. Record bass line in Voice 1/Bank 1.

2. Record drum pattern in Voice 3/Bank 1. (Voice 2 is not used.)

3. You can record your patterns such that each character is a 32nd, 16th, or 8th note. Then alter the Rhythm Rocker's tempo accordingly.

NOTE: A 32nd note per character gives the best resolution, that is, recording is more accurate.

4. Name the files using capital letters only.

5. Load the file into Rhythm Rocker with the instructions used for SST and AMAZON on page 26.

Page 26

# BASS AND RHYTHM TRACKS

There are two additional bass and rhythm patterns on the program cassette - AMAZON and SST. Use the following steps to load them.

1. Enter the Help screen by pressing the RETURN key.

2. Press the . (period) key to enter the Tape Lounge. Press Y.

3. Advance or rewind the tape to the correct counter indicator number.

4. Press F7 and type the name of file — either SST or AMAZON. Press RETURN.

5. When loading is finished press RETURN, then the S key.

6. Press the F7 key until you are in the SYN or PERCS mode.

7. Select Bass-4 to hear the new bass rhythm track.

NOTE: You may have to adjust tempo with the CRSR keys.

The loaded bass and rhythm pattern can be used the same as other patterns you've used. Try the graphics function, or play or record a melody along with the new pattern.

If you choose to record, press the = key and start playing when you feel ready. When finished, press the (Commodore) key, then press (left arrow) to play back.



Page 18-20

# TAPE LOUNGE

From the Tape Lounge you can control the flow of musical information between the computer and Datasette.

Always enter the Tape Lounge from the help page by pressing the . (period) key. Then respond with (Y)es to continue.

The F5 and F7 function keys are the only keys used in the Tape Lounge.

## F5 KEY

In this mode, you can save your sequence or song compositions, or any synthesizer bass, or percussion recordings which are currently in memory (see page 21) to a work cassette.

**NOTE: Never try to save any files to your Rhythm Rocker cassette. Keep track of tape position counter numbers for future convenience.**

HELPFUL HINT: If you've used a metronome file (MT) to record your composition (see page 28), you can include its name after the file name for future reference. Example:

DEMON FLOWER - MT3

# F7 KEY

In this mode you can load any of the sequence, song, or metronome files on the Rhythm Rocker cassette or any of your work cassettes.

Here is a list of song and metronome files in the order they appear on the Rhythm Rocker cassette.They immediately follow the program data.

In order to conveniently locate music files in the future, use the following steps to record tape position counter numbers:

1. The program cassette should be in the recorder with the tape fully rewound. Press the tape position counter reset button.

2. While in the Tape Lounge menu, press the F7 key. Type * and press the RETURN key. Then press the PLAY button on the recorder.

3. As each file is "found", log the approximate tape position counter numbers next to the filenames listed below.

_____SST
_____AMAZON
_____BASS1
_____DRUM1
_____MT1
_____MT2
_____MT3
_____MT4
_____MTW
_____NICE

_____BLUES-MT4
_____MT4
_____FUNKIT-MT3
_____MT3
_____WALTZ-MTW
_____MTW
_____DEMON FLOWER-MT3
_____MT3



# LOADING RHYTHM ROCKER SONG FILES FROM CASSETTE

Each song file name includes a metronome file (MT) which must combine with it. For your convenience, on the Rhythm Rocker tape, the corresponding MT file follows each song file. Here's how to combine the two:

1. Press RETURN for Help page.

2. Press . (period) for Tape Lounge, then Y.

3. Advance or rewind tape to approximate counter number.

4. Press F7. Type file name, for example BLUES-MT4. Press RETURN.

5. When loading stops, press F7.

6. Type in (MT) file name, for this example MT4.

7. When loading is finished, press the RETURN key, then the S key.

8. Choose DUB-1 Mode with the F3 key.

9. Press ← (left arrow) key. Adjust Tempo with the CRSR keys.

10. For smoother playback, press RUN/STOP until the smoothest response is achieved.

To stop playback, press F5. The drums will continue. To stop the drums, use the ; (semicolon) key.